



NATIVES OF THE NORTH

**A PRIMER OF FOUR HEROIC RACES
FROM A FRIGID NEW FRONTIER**

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FROSTKIN

The Frostkin are a people forged in bondage and born of bloody revolution. After half a hundred generations in servitude to Frost Giants in the far and forsaken north, the children spawned from thousands of unsavory Giant and Dwarf unions have become something that is neither—and yet possibly greater.

Throwing off the bridle of slavery at long last, this young race has carved out the beginnings of a grand civilization above and below the harsh arctic environment they call home. Calling themselves the *Inskaatorak* or "Frostkin," they face the elements and their former masters with the strength and will to defend their lands and their freedom by any means necessary.

CHILDREN OF THE NORTH

Standing head and shoulders over their dwarven kin, and nearly as broad, the Frostkin Dwarves are frightfully imposing to even their far taller Frost Giant forefathers.

Their skin is chalk white to slate gray with only the barest hints of rosy life within. Elaborately braided hair ranges from ash blonde to white and occasionally into shades of blue or black. Their pronounced features are primarily inherited from their Dwarven parentage, with bold noses, and heavy brows above full and thick beards on both men and women. Deep-set eyes of blue, gray or black lend them an overall grim appearance by most accounts. Both men and women of the Frostkin are well-muscled and heavysset as a rule, with the men more likely than not to have thick hair covering much of their body.

Due to the volatility of their mixed bloodlines, occasional Frostkin are born with an appearance hewing closer to one or the other of their ancestors.

FORGING THEIR OWN FUTURE

The newly born Frostkin societies have learned much from their former masters. Adapting the strengths of giant society and integrating it into their dwarven heritage, they have forged a social hierarchy that embraces both the strength of their warriors and the wisdom of their sages.

Each summer solstice sees the selection (though a series of trials) of a Jarl from the bravest of their young to serve as chief in matters of war and defense. He or she is advised by the Council of Memory, members of which are entrusted with democratic governance in all other matters. The council welcomes any and all who pledge to serve it justly, so long as they are able to recite the oral history of their people going back to the first days of enslavement. Word for word.

The average Frostkin has little patience for dalliance when work is to be done, but with a full belly and a head full of ale their warmer nature shows through clear as glacial ice, with eager smiles and open arms. Those rebellious few who seek out or are exiled to the southern lands can often fall into a wildly hedonistic lifestyle, finding so few of the hardships they thought facts of life back home.



CITIES OF STONE AND ICE

The grand city of Torakanuuc stands as the center of Frostkin society both above and below ground, hewn equally from cold gray stone and glittering blue glacial ice. Though the Frostkin lack technique for the effortless stone artistry of their Dwarven cousins, the city is nevertheless magnificent to look upon. Most notable to the rare visitors to this distant stead are the carefully faceted ice crystals used to spread daylight through buttressed halls, seamless streets and endless tunnels deep in the mountains below.

GODLESS, NOT FORSAKEN

Though they do not consider themselves within the dominion of any deity, they often pray for guidance from the spirits of the elements and the very animals they hunt for food. Frostkin who journey to visit other Dwarven peoples often return converts to Moradin, but these followers find little welcome upon return to their frigid homes for the god that ignored their centuries of plight.

Magic is nearly unheard of within their young society, and is usually related to the divine interest of one or another god seeking to claim this young people for their own. Equally rare, but far more celebrated, are those born with the gift to tap into the magics of nature. Druids, Shamans, Rangers and their ilk are given a hero's welcome in any Frostkin city.

OUTCASTS

The raging elemental evil of their Frost Giant forebears still lurks in an unfortunate few of the Frostkin people. These aimless exiles often turn to raiding nearby settlements or preying upon travelers, earning their people an unwarranted reputation for cruelty among the other races with whom contact is sparse and infrequent.

FROSTKIN NAMES

The Inskaatorak dialect is a harsh, broken, bastard tongue of Dwarven and Giant and their names are likewise a motley combination of the two peppered with sounds often reminiscent of cracking ice and howling wind.

All Frostkin children remain nameless for their first year out of grim tradition. A second name, or assortment of additional names, are granted and adopted throughout adulthood from parents, mentors and their community.

Female Names Amkaal, Aukyld, Buryll, Cyrkaal, Dashka, Eykth, Evryn, Fyvaash, Gysaakh, Illskaa, Ishuulka, Joryl, Kaashra, Kyskaayd, Lystraka, Myrkaa, Nyv, Naalde, Ovryskaa, Ryskyl, Soonska, Torshkyr, Vyskra, Yshyl.

Male Names Adrashka, Aedryk, Brakaatur, Broskaal, Einnyl, Finsc, Fraawk, Gerdaat, Haawv, Howbekh, Jaaralk, Kildriit, Orgrashk, Olksaar, Raghrin, Ruurk, Taak, Toskyv, Thuurdran, Ulgaav, Viskarl, Voshtyn.

FROSTKIN TRAITS

Your Frostkin character has an array of natural abilities, the result of your vigorous hybrid blood.

Ability Increase. Your Strength score increases by 2 and your Wisdom score increases by 1.

Age. The mixing blood of two ancient and long-lived races has resulted in an unusual longevity among the Frostkin who survive the warfare that defines so many of their lives. Though grown to maturity in just a few short decades, an exceptional few veterans of their fight for freedom wear half a thousand years on scarred and wind-roughened faces.

Alignment. Most Frostkin tend towards the structure of lawful authority and venerate the traditions of the elders and ancestors who freed their people. Though they have warm hearts, kindness and charity are offered hesitantly as they are instinctively on guard against those who would take advantage of perceived weakness.

Size. Most Frostkin stand 5 1/2 to 6 1/2 feet tall at 250 to 400 pounds, though some individuals may range far beyond these norms. Your size is Medium.

Speed. Your base walking speed is 25. Your speed is not reduced by wearing heavy armor or by traversing nonmagical rough terrain.

Arctic Survivor. You are proficient with the Survival skill in arctic environments. If you are already proficient, you can add twice your proficiency bonus to these rolls instead of your usual proficiency bonus.

Giantslayer. You count as one size larger against all creatures at least one size larger than you (though the space you occupy does not change). When you score a critical hit and the creature's size is larger than yours, you may roll one additional weapon damage die and add it to the extra damage of the critical hit.

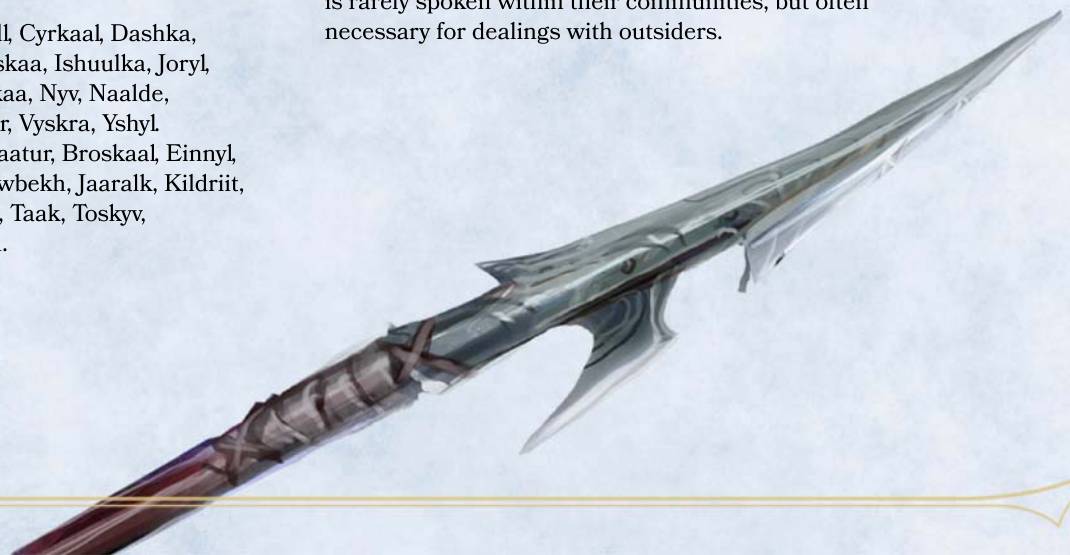
Heritage of Frost. Your Frost Giant ancestry gives you resistance to Cold damage and adapts you naturally to the most frigid of climates.

Ice in Your Veins. You have advantage on saving throws against being frightened.

Powerful build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

The North Remembers. The trials of your people are always fresh in your mind. You have advantage on Intelligence (History) and Wisdom (Insight) checks regarding Giants.

Languages. You can speak read and write Common, Dwarven and Giant. The Frostkin predominantly speak a mongrel tongue combining the latter two languages, with traditional Dwarven reserved for formal occasion. Common is rarely spoken within their communities, but often necessary for dealings with outsiders.



LURIKEEN

An energy of excitement and endless possibility radiates from the bright-eyed Lurikeen. Though not as lithe or as dexterous as many of the other small races, these curious creatures of the evergreen north are always in motion. A foot tapping here, an ear twitching there; one gets the impression that no matter the task at hand there are always half a hundred gears turning in the canny mind behind their delicate leporine features.

FRUITFUL COMMUNITIES

Thriving among the dense evergreen forests of the north and within the foothills of its great mountains, the Lurikeen lack the opulence of Dwarves or the elegance of Elves in their building but nevertheless establish sprawling settlements of multi-generational homes that grow in every direction. Entire neighborhoods may be dominated by the offspring of their tightly-knit polygamous households, with one burrow or building opening into another and another to a degree that you might walk from one end of a town to another through the extended family tree of the first friendly Lurikeen to welcome you inside.

This familiarity creates a rare generosity within the walls of their settlements, at least among the working classes. Meals and beds are often doled out to any passing cousin or family friend with the unspoken understanding that the kindness would offered just as readily in reverse. Laziness and greed are among the few insults you can offer to a Lurikeen household; selflessness is not expected, but selfishness is roundly rejected; the family thrives when everyone pulls their weight.

It would be harsh (but not entirely inaccurate) to say this breeds a naive entitlement among them. Borrowing a tool or a few hours of a neighbor's time on short notice is all but expected, and coming up short on a bill is brushed off with the assumption it will even out over time. Outside of their familial communities this behavior can often lead to contention with races and cultures that do not share their symbiotic nature.

To help them cope with these social challenges, many Lurikeen engage their natural charisma and sociability to great effect. With quick tongues and endearing smiles, many find it difficult to deal with this disarmingly earnest folk.

MOURNFUL ORIGINS

The Lurikeen may well be prone to delusions of grandeur, but the legend of their creation is difficult to entirely dismiss as mythology. As their bards and scholars alike tell it they were born of two young lovers from the Feywild. Centuries passed as they roamed the eternal twilight of their home filled with the sort of pure exquisite happiness that only the love of the innocent can bestow. In time, some within the courts grew envious of them and set about destroying their union.

Seelie and Unseelie alike took effort after effort and each time it only served to strengthen the pair. At last, a conniving courtesan of the Seelie halls tricked one of the young lovers into believing she was his paramour and in grave danger. Upon her supposed rescue the two embraced, and the discovery of them brought forth a rage in his true love that ended in the death of both the duplicitous decoy and her mislead mate.

Heartbroken and afraid, she fled the lands of the Fey and birthed a litter of children.

Resolute that they should never know the deceit and darkness of their Fey birthright she cried out in desperation that this taint of her blood might be removed from the children, that they may truly belong to the new realm in which they were born. For days, weeks, some say even years, she wept in the shade of a sheltering tree and with her dying sob the river of tears she brought forth at last washed away every trace of the Fey magicks within their blood.

The orphaned children grew strong under the protection of the forest, watched over by flora and fauna alike until they could fend for themselves and name their small family as the Lurikeen.

ENTHUSIASTIC ADVENTURERS

The opportunity for adventure is hard for any young Lurikeen to pass up, especially when it carries the promise of fortune they might use to enrich their mother's family or establish one of their own.

It has, in fact, become something of a tradition for more well-to-do Lurikeen families to gather money and supplies to send their children out into the world once they have reached a suitable age (even those who might prefer to stay home in the comfort of their childhood for longer). Few return with less than they set off with, and fewer still without finding the maturity they will need in adulthood. Some few might choose to keep their touring to within a few days ride of home, but the majority take every advantage of this newfound freedom and hurry to the furthest reaches the roads and their banknotes can take them.

Some few never return of course, and while the worst possibilities are often the most likely, Lurikeen families will speak of these lost brothers and sisters as if they're simply off enjoying the wide world and seeking their destiny; as young and as fearless as the day they left, even decades later.

Eager to make friends and enamored of grand romantic tales, the less astute of them are commonly found caught up in the service of con men and treasure hunters, or roped into dark and nefarious dealings far beyond their understanding. The wiser and more experienced who find these waylaid wanderers are known to take them under wing, helping them to find their way or leading motley parties towards more promising prospects for the enrichment of them all.

The prevalence of these younger Lurikeen in the wider world paints their people with a broad brush as lacking maturity or responsibility. They may find themselves shunned in some towns or cities where less scrupulous predecessors had made a nuisance of themselves, and find arranging work or passage difficult.

LURIKEEN NAMES

Lurikeen names have few if any rules and there is equally as little ceremony involved; names are simply settled upon once enough of the family stops trying to give them a new one. Since most Lurikeen children are born to polygamous families with multiple male and female parents, They inherit a matronymic surname from their mother but do not have family names.

- **Female Names:** Aila, Astaya, Bretyl, Dolyce, Elliya, Emmise, Falla, Holane, Inabrell, Issica, Lellynn, Milak, Nella, Nalys, Ponina, Queyl, Ryshke, Stoya, Wyka.
- **Male Names:** Armon, Ashper, Davat, Eyvin, Girrik, Gorren, Haleks, Iche, Jihale, Kanton, Myske, Namvel, Naryk, Omand, Patri, Russen, Skek, Vykkir, Wexand.
- **Matronyms:** - Mother's Name (often shortened somewhat) appended by -oka for females and -ushen for males.

LURIKEEN TRAITS

Your Lurikeen character exhibits several common features with your winsome and dynamic race.

Ability Increase. Your Charisma score increases by 2

Age. The Lurikeen may be argued to be adults by their 20s, but maturity often comes decades later and Lurikeen society does not view them as such until they have taken their first spouse and settled down. They can live well past a century.

Alignment. Lurikeen often joke among themselves that if the young were meant to obey, they would have been born in chains. Their small city-states and sprawling forest nations alike have never named a monarch or unifying government nor taken part in a war for anything but existential defense. While good-natured as a rule and usually meaning little harm, Lurikeen have a reputation as manipulative of others and are broadly painted as avaricious. As they grow into adulthood and settle down with the wealth of riches or humbling knowledge gained in their youth, the traditions and comforts of a domestic life surrounded by family often dull this more chaotic bent in them.

Size. Lurikeen most commonly stand between 3 and 3 1/2 feet tall, though their long and animated ears can often lend them the appearance of greater height. They are lean but bottom-heavy, weighing around 45 lbs. Your size is small.

Speed. Your base walking speed is 30 feet.

A Leg Up. Due to your small body and powerful legs, your jumping height and distance are doubled. In addition, you may use your reaction to brace yourself for a fall. When doing so, you do not take damage from the first 20 feet of a fall.

Fast Talker. You are proficient with the Persuasion skill. You may choose to re-roll any use of Persuasion after it has been rolled but before the outcome has been determined and must use the new roll. You regain the use of this ability after a short or long rest.

Fey Anathema. The magics of the Faerie realms do not effect you as readily as others; you have advantage on saving throws against spells and magical abilities used by Fey creatures.

Skedaddle. When using your action to Disengage or Dodge on your turn, you may Dash as a bonus action.

Languages. You can speak, read and write Common and Sylvan. While Sylvan is the traditional tongue of the Lurikeen, Common (in their melodious and lilting tones) has come to dominate commercial and public discourse over recent generations.

Social Class. Lurikeen society is made up of three major social classes. Lurikeen are expected to continue traditional family trades and are raised with the skills needed of them. Choose one of these social classes to hail from.

GOLDPAW LURIKEEN

The Goldpaw are the merchant and banking class among Lurikeen society, so named for their tendency to show off their wealth with ostentatious jewelry. Many Lurikeen resent the rise of this monied class, seeing them as a repudiation of their race's collectivist traditions. They, however, simply view the other classes as lacking the tenacity and gumption that has brought them such prosperity.

Ability Increase. Your Wisdom increases by 1.

All That Glisters. You may add double your proficiency bonus to Charisma(Persuasion) rolls when haggling, and to Intelligence(Investigation) checks to determine an item's origin and value.

Expand your Market. You know one additional language of your choice.

BLACKPAW LURIKEEN

The Blackpaw are the skilled tradesmen and scholars among Lurikeen society, so named for the dark stains on their fur from ink, soot and oils. They place more emphasis on learning than the other classes and are often the most eager to see the greater world and bring back its stories and secrets. They most desire progress for their cities and Lurikeen society as a whole, to grow into a power that could rival the other grand civilizations.

Ability Increase. Your Intelligence increases by 1.

Compelling Argument. You can add your Intelligence modifier to any Charisma(Persuasion), Charisma(Deception) or Charisma(Intimidation) skill check before you roll. You regain the ability to do so after a short or long rest.

Educated. You are proficient with two artisan's tools of your choice, or with one of the following skills: Arcana, History or Religion.

REDPAW LURIKEEN

The Redpaw are farmers, hunters, woodsmen and other professions considered menial or undignified by the more urbane corners of Lurikeen society, so named for the rich red earth that persistently discolors their hands. Though the other classes may look down on them after a fashion, the Redpaw view their simpler lifestyles as the most honest and in keeping with their ancestral traditions.

Ability Increase. Your Strength increases by 1.

Redpaw Weapon Training. You are proficient with the Trident and Longbow, and two simple weapons of your choice.

Fleet of Foot. Your base walking speed increases to 35.

MERDHRAI

Calm pervades the brightly-adorned temporary settlements of the Merdhrai. Little is heard but the water and the wind where they gather on the frigid shorelines and misty riverbanks of the north. Few words are spoken, and fewer still in anger. These bestial semi-aquatic peoples seem to carry a sense of belonging and purpose wherever their floating or wheeled homes take them. With one webbed foot in the sea of nature and the other on civilization's shore, the Merdhrai are ever mindful of the changing tides of both.

BORN OF THE LAND AND SEA

You could be forgiven for mistaking a lone hunting Merdhrai for a mere beast; all sinuous muscle, velveteen fur and predatory grace.

There is little question that this race was born of the wilds and for them. In more civilized settings of course, there is as little doubt that these are a cultured and intelligent people; with a penchant for decorating themselves with brightly colored dye and artful patterns applied to their fur. The thick manes of contrasting hair on the men are especially prone to such decor with the taller and burlier women more often preferring considerably more subdued fashions.

The fur of both males and females of the Merdhrai ranges from tawny brown to oily black, with various patterns of stripes, spots and dappling that often clearly identifies an individual as a member of a specific family group to other Merdhrai in the world. Two small but ever-growing tusks jut down on either side of their mouths; short enough in most young Merdhrai as to go without notice until the individual begins talking in their distinctively curt and inarticulate fashion.

A PEOPLE WITHOUT A PAST

The origins of these vagrant creatures are shrouded in the fog of forgotten history and confused ever more by the thousands of conflicting and fantastical tales of clan and family histories they share among themselves. While this would infuriate many an academic or archivist, to the Merdhrai it is little more than amusement.

Some tell of how they arose fully formed from the sand and sea-foam, others claim they came ashore in longboats or on the backs of whales after a treacherous journey across many oceans. Whatever the truth, they have quickly established themselves along the coast and up the many rivers of the north. Beyond those stony banks and wild evergreen forests the more adventurous of individuals and uncommon of clans have continued to southern shoals and inland kingdoms; walking, riding and rowing ever onward to the next shore, be it over land or water.

With such little interest in history, they instead concern themselves with the finer points of today and (on occasion) tomorrow, reveling in the moment over the details of their yesterdays. "There is nothing so useless as worry, but regret." is a mantra heard often around Merrish campfires along with the more characteristically terse, "It is done."

Having relatively brief lives in a world where both friends and enemies' lifespans may be measured in centuries or millennia, perhaps there is wisdom in the efficiency of such a philosophy.



STEWARDS OF NATURE

Though they are rarely public in their worship, the Merdhrhai have a deep and abiding animist faith which imbues their culture with a reverence for nature matched by few outside the races of the Fey. The simple act of felling a tree for the purposes of building a boat or bridge, or slaying a vexatious predatory beast has a countenance of solemn ceremony. Where their caravans and flotillas pass they leave little trace, apart from tending to diseased or devastated flora and fauna along their meandering paths.

Some families and clans augment this honoring of the natural world with the worship of a god or gods who look favorably upon such works. On occasion these gods smile back upon them, granting blessings of divine power to the most devout in order to better protect the wilds.

MERCURIAL BONDS

While the majority of Merdhrhai belong to a clan they may not always travel with them, and indeed may temporarily or permanently join another in their travels or in the pursuit of a shared goal. Most of such clans have little in the way of social hierarchy and are best understood as communal rather than one to which the members owe fealty or duty. Those who cannot abide by the shared values and ideals of the clan simply seek out another that aligns closer to their own. Entire clans may split over disagreements or new clans form of two or more who find themselves at shared purposes.

The design of the clan is one of practicality and community, not of patriotism or obligation. This lends most Merdhrhai a strong suspicion of traditional authority, much less that of monarchs and tyrants.

MERDHRAI NAMES

Merrish children are almost always named after a friend or clan member of their parents and in some cases may be granted a name borrowed from another race if such an individual has so endeared itself to the family. The Merdhrhai do not differentiate between male and female names when choosing a first name. This name is joined by a family appellation inherited from their opposite-sex parent and a surname of sorts shared by all members of their current clan.

Merrish Names: Anrav'akar, Avrandi'dor, Bina'jadari, Chida'kir, Denth'i'ka, Drue'dinev, Fid'nathari, Galandi'anev, Gurdil'dahn, Idavra'naka, Jarun'divara, Jinji'karo, Kir'jadari, Manava'vuni, Nakari'idor, Qanava'ka, Randaka'undi, Sendir'eandi, Suchava'lys, Tamyr'akar,

Clan Names Of the Black Boulder, Of the Emerald Shoals, Of the Mother Wind, Of the First Sunrise, Of the Radiant Tide, Of the Smoking Shore, Of the Hungry Mire, Of the Crescent Lagoon, Of the Red Torrent, Of the Forgotten Call, Of the Starstrewn Sea.

SHAPERS OF LIGHT

Though they toil at little of what the other races may see as admirable craft, the Merdhrhai are reputed as some of the finest glaziers, lens-grinders, bead-makers and stained-glass artists in the land. No Merrish home is complete without several elaborately-lead and colorful windows. Some few artisans may even use alchemical additions to craft weapons as strong as any steel.

MERDHRAI TRAITS

Your Merdhrhai character has inherited a variety of natural qualities inherent to your resilient but ephemeral people.

Ability Increase. Your Constitution score increases by 2 and your Dexterity score increases by 1.

Age. Merdhrhai live relatively brief lives, growing to maturity in their early teenage years and rarely living beyond their 6th decade.

Alignment. In keeping with their tendency towards a philosophy of "living in the moment", the Merdhrhai generally focus on the rightness or wrongness of an act given the momentary circumstances surrounding it. They find great difficulty under the inflexible rule of traditional law and rarely settle in such areas.

Size. Standing 5 to 5 1/2 feet tall on the rare occasion they can be found entirely upright, the Merdhrhai weigh roughly between 130 to 160 lbs with the men tending towards the smaller end of both and the women towards the larger. Your size is Medium.

Speed. Your base walking speed is 30

Aquatic Affinity. Adapting effortlessly to water, you can hold your breath for up to 10 minutes and have a swimming speed equal to your walking speed. In addition, you can see up to 30 feet in murky water as if it were clear.

Au Naturel. You are proficient in the Nature skill.

Furious Claws. Your retractable claws are natural weapons, which you can use to make unarmed strikes. If you hit with such an attack, you inflict slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Immediately after dealing damage in this way you can make a second attack with them as a bonus action.

Rolling Stone You are proficient with the vehicle of your choice.

Shake It Off. Exceptionally physically resilient, you may use your reaction to gain advantage on saving throws to resist the Blinded, Deafened, Paralyzed, Petrified, Poisoned and Stunned conditions.

Water Diviner. You inherently know in which direction and how far away to find the nearest major bodies of water, even deep underground. Merdhrhai can often be found in the greater world as hired dowsers.

Languages. You can speak, read and write Common and Sylvan, including the Merdhrhai's own Sylvan dialect known as Ahwa. This dialect is made up equally of spoken words, hand signals and gestures for use underwater. Native speakers of Ahwa are often considered terse and imprecise when speaking in true Sylvan and other entirely vocalized languages.

ULDRE

For thousands of years these Fae kindred have lurked behind the obfuscations of illusion and enchantment in the far north, removed from their ancient enemies and the dangers of a world teeming with corrupted magics. That caution has given way to existential terror as their cities fall under increasing attack from new enemies that threaten their arctic oases, and against whom their spells and incantations have proven ineffective at best. At last abandoning their millennia of disengagement, Uldre openly traverse the roads and trails of the outside world for the first time in living memory, seeking salvation for their cities and people.

BEAUTY MOST STRANGE

Among even the fey-blooded races, the Uldre stand out for their grace and beauty. Dusky-skinned, willowy and slight, their delicate angular features and heart-shaped faces lend the race as a whole a universally androgynous—bordering on feminine—appearance. Their white-silver or bronze to black hair, following tradition, is woven into a single unadorned braid that remains uncut throughout their long adult lives.

The fey magics that are their birthright occasionally leave further signatures upon their form. It is not uncommon for an Uldre to be born with a vulpine or bovine tail, while others might bear the ears and dappled skin of a deer. A rare few may even be seen with horns or antlers. These attributes are given little attention within their society, considered no more than minor blemishes or charming birthmarks at most.

Myths and legends have long arisen in the kingdoms that surround their mountainous retreats. Some call them the Owlfolk, who offer words of wisdom on winter winds, others refer to the White Maidens that steal children and replace them with soulless simulacra. Momentary glances and these fanciful tales are all they have allowed to be known of them outside their shrouded cities for a hundred generations or more, and while they have at last rejoined the greater world, the air of mystery and suspicion that surrounds their inscrutable faces has not been diminished.

CANNY CONVERSATIONALISTS

Elves have something of a reputation for being terse, even laconic in their speech and manner. Their Uldre cousins could hardly be further from this stereotype. Though they may show restraint and hesitation upon new introductions, they are characteristically quite communicative, tending towards the verbose and sesquipedalian in their effort to be as precise in their meaning as possible.

Debate, about nearly all things but the handful of taboo subjects frowned upon by their authoritarian leadership, is quite possibly their most prized cultural pastime. Should you be so lucky to find yourself within their cities in a time of peace, there are few places in the world you can enjoy such well reasoned conversation (or such delicious fortified wines as they often pair with it). Outside their cities you can often find Uldre drawn to salons, universities and the gatherings of educated gentry, both out of curiosity and to bask in the comforting clash of sharp minds the way soldiers are drawn to tournaments and training yards.

LAW, ORDER & ARCANE AVERSION

While they are an endlessly inquisitive people and nearly all will wander out into the world from time to time, frequent forays into the lands of the other races to satisfy that curiosity have been almost exclusively the purview of a trusted and skilled minority in service to their leadership. These scouts, spies and rangers are tasked with gathering information for the Justiciar, appointed leaders burdened with the guidance and safety of the Uldre since they first retreated to their icy climes. Born from the Druid circle that sculpted the first mountaintop cities from living stone, warmed them with volcanic fires and shrouded them with clouds from the sky, these nine figures of ultimate authority are law made flesh, and not lightly trifled with.

Their laws are firm, but they are few. Most notably is a marked aversion to the “mistreatment” of magical forces, that is to say the arcane studies by which Wizards and other disciples of the magical arts often learn and practice their craft. To the Uldre magic is meant to come from the heart, not the mind; such study and manipulation is a perversion that twists the natural order and drove their ancestors away from their dangerous and wayward cousins to the south.

It remains to be seen if they can survive their current turmoils without the power that such magic offers.

AN UNCERTAIN FUTURE

Their surviving cities have been forever changed by the calamity that befell their home less than a generation ago. Craters and great steaming rifts sit where gleaming sculpted spires once rose above the snow-capped mountains, Uldre children drill for a seemingly inevitable war where once they played games and studied their lessons, while once lively markets open to smaller and ever more somber crowds. The Justiciar's grip on the population grows increasingly tight, desperately holding on to the traditions that have preserved their people and society for thousands of years.

Still, more and more of the Uldre abandon the only life they've ever known to seek a new one in lands far to the south, lands that few of them have ever seen and even fewer stepped foot upon.

Some hope to join their Elven cousins, or even to find a way back to the twilight lands of the Faewild. The Uldre have no other home to return to, no allies with whom to seek sanctuary. Their fate is inexorably tied to that of these shrouded northern peaks and the unknown evils that rise within. Those who stay can not imagine a world without the refuge of their arctic oasis. Fear has made some cynical and fatalistic, others turn to religion and the hope of divine salvation, still fewer plumb the depths of dark magics for a terrible power to maintain their home no matter the cost.

EARLY WANDERERS

Some say they were the first Elves, some that they aren't Elves at all. There are no mortals still breathing that know for certain where the Elven races appeared from, be it arisen from the spilled blood of the divine or primordial wisdom made flesh, but the oldest texts in their script acknowledge Uldre hands that lead them from the realms of Faerie through the shadows and mist that separate our worlds, and Uldre eyes that watched over them as they built their first kingdoms.

ULDRE NAMES

Uldre have but a single name, divined by their family elder through meditations with the infant. These names are believed to impart traits upon the child and the adult they will one day become.

Until such a name is chosen, which can take years, a nameless Uldre is simply "this one," "you there," etc. An Uldre who reaches adulthood without having been given a name is considered unlucky and something of an ill omen. Without a name to have shaped their personality, other Uldre are suspicious of their motives and nature.

- **Female Names:** Aedja, Anostira, Aurell, Braia, Cir, Djestrana, Eolae, Esrith, Iyanthe, Jynatha, Krydalis, Lolyia, Lasthira, Myrae, Noellea, Olaene, Raeni, Rysthe, Saethira, Schaele, Tenaelle, Tethynee, Uldalara, Udjenai, Vashael, Visqueri, Wendaenaera, Wyskae, Yra.
- **Male Names:** Andramande, Asraeth, Ciryth, Daesin, Djaer, Djak, Escothar, Fyrineth, Hawryn, Idrith, Iyrlen, Jyrdath, Kyr, Lindrande, Maethinyr, Myrinneth, Naen, Orthaes, Pydraen, Qindandre, Quisaen, Rothirin, Sindjer, Taenyth, Urasty, Wilyth, Ydrandath.

ULDRE TRAITS

Your Uldre character shares an assortment of innate talents and attributes with your beautiful and secretive kin.

Ability Increase. Your Dexterity, Intelligence & Charisma scores increase by 1.

Age. Though not as enduring as their seemingly ageless cousins the Elves, Uldre can live into their 4th or 5th century. Social adulthood comes in highly ritualized stages culminating with the centennial of their birth, though they are mentally and physically mature at half that age.

Alignment. The intractable law of the Uldre community has kept their people safe for millennia and therefore imbued most individuals with a strong deference to tradition and authority.

Size. Taller than their Elven cousins but just as slight, both men and women stand around 6 1/2 to 7 feet tall, weighing between 150 and 180 lbs. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Born of Secrets. You are proficient with your choice of Deception or Stealth.

Darkvision Your Fey origins naturally adapt you to the eternal eventide light of the Feywild. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can not discern color in darkness, only shades of grey.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

On the Qui Vive. The Uldre's evasive instincts are second to none. Your movement does not provoke opportunity attacks in the first round of combat until you make an attack or cast a spell, and you can take an action when surprised. After taking an action under these conditions, you may not do so again until you have benefited from a short or long rest.

Uldre Magic. You know the *friends* cantrip. When you reach 3rd level you can cast the *charm person* spell once per day. When you reach 5th level you can also cast the *invisibility* spell targeting yourself once per day. Charisma is your spellcasting ability for these spells.

Wildcraft. You are proficient with herbalism kits. Whenever you make an Intelligence (Nature) check related to locating, identifying or harvesting wild plants, you are considered proficient in the Nature skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read and write Common and Sylvan.